
Subject: Re: check if 2 objects are in eachother

Posted by [Whitedragon](#) on Fri, 08 Jun 2012 09:12:53 GMT

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Yes, you can check for collisions like this:

```
bool Check_Collisions(PhysicalGameObj *obj,const Vector3 &Position) {
    if (!obj) {
        return false;
    }
    MoveablePhysClass *Phys = obj->Peek_Physical_Object()->As_MoveablePhysClass();
    if (!Phys || (!Phys->As_RigidBodyClass() && !Phys->As_Phys3Class())) {
        return false;
    }
    Matrix3D Transform = Phys->Get_Transform();
    Transform.Set_Translation(Position);
    return Phys->Can_Teleport(Transform);
}
```

This will work for characters and moveable vehicles. Won't work on static objects, turrets, etc.
